

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Thank you for purchasing EARTHWORM JIM™ for the Nintendo® Game Boy® Advance. Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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## The Worm Has Turned (Into a Super Hero)

It's a day like any other. A crow is chasing a worm, a worm named Jim. Today the worm escapes to safety and the crow eats dirt.

## Meanwhile, in outer space...

Psy-Crow is chasing a small renegade ship. The ship's pilot has stolen an ultra high tech indestructible super space cyber suit. Psy-Crow overtakes the renegade ship and they face off head to head. Psy-Crow pulls his gun. The renegade pulls an even bigger gun. Wrought with gun envy, Psy-Crow pulls out a huge monster gun. The renegade, realizing he has been outmatched, pleads for mercy. But Psy-Crow, under direct orders from the evil Queen Pulsating, Bloated, Festering, Sweaty, Puss-filled, Malformed, Slug for a Butt, blasts the renegade and his entire ship to smithereens. The suit falls gently to a strange planet below. The strange planet is our planet. PLANET EARTH.

Back on Earth, our slimy hero is wondering if it's safe, and if he has eluded the crow. Jim looks left, then right. It seems he has given the crow the slip. Jim returns to his normal daily life, cruising about avoiding crows and doing other general worm-like things.

Jim is suddenly struck by a very large ultra high tech indestructible super space cyber suit. Through sheer luck, Jim rests safely in the neck ring of

the suit. Suddenly, the ultra high tech space particles of the suit begin interacting with **Jim's** wormy flesh. A radical light speed evolution takes place.

Jim soon realizes he is in control of the suit, and we witness the birth of Earthworm Jim!

**Jim** checks out the suit and notices a red thingie attached to his side, which just happens to be a plasma blaster. He pulls it out of the holster and starts playing with the buttons. Meanwhile, off in the distance, the crow is still looking for his lunch. **Jim** finds the trigger and lets loose with a plasma blast. **BLAMO!** The crow is torched.

Taking a moment to gather his thoughts, **Jim** leans up against a tree. Due to the suit's incredible power, **Jim** forces the tree over, right on top of the now barely conscious crow. His lifetime nemesis is never to be seen again.

Our hero thinks he's got it pretty easy now, but... he hears something in the distance. **Psy-Crow**, the intergalactic bounty hunter is standing over a burn in the grass, which the suit had left behind. Peering over the toppled tree, **Jim** sees **Psy-Crow** talking to the **Queen**, informing her that the suit is very near. The **Queen** knows that the suit will make her even more beautiful than her imprisoned twin sister, "**Princess-What's-Her-Name.**" **Jim** decides he needs to meet this **Princess** and dashes off to find her before **Psy-Crow** can find him and the suit.

## Digging In

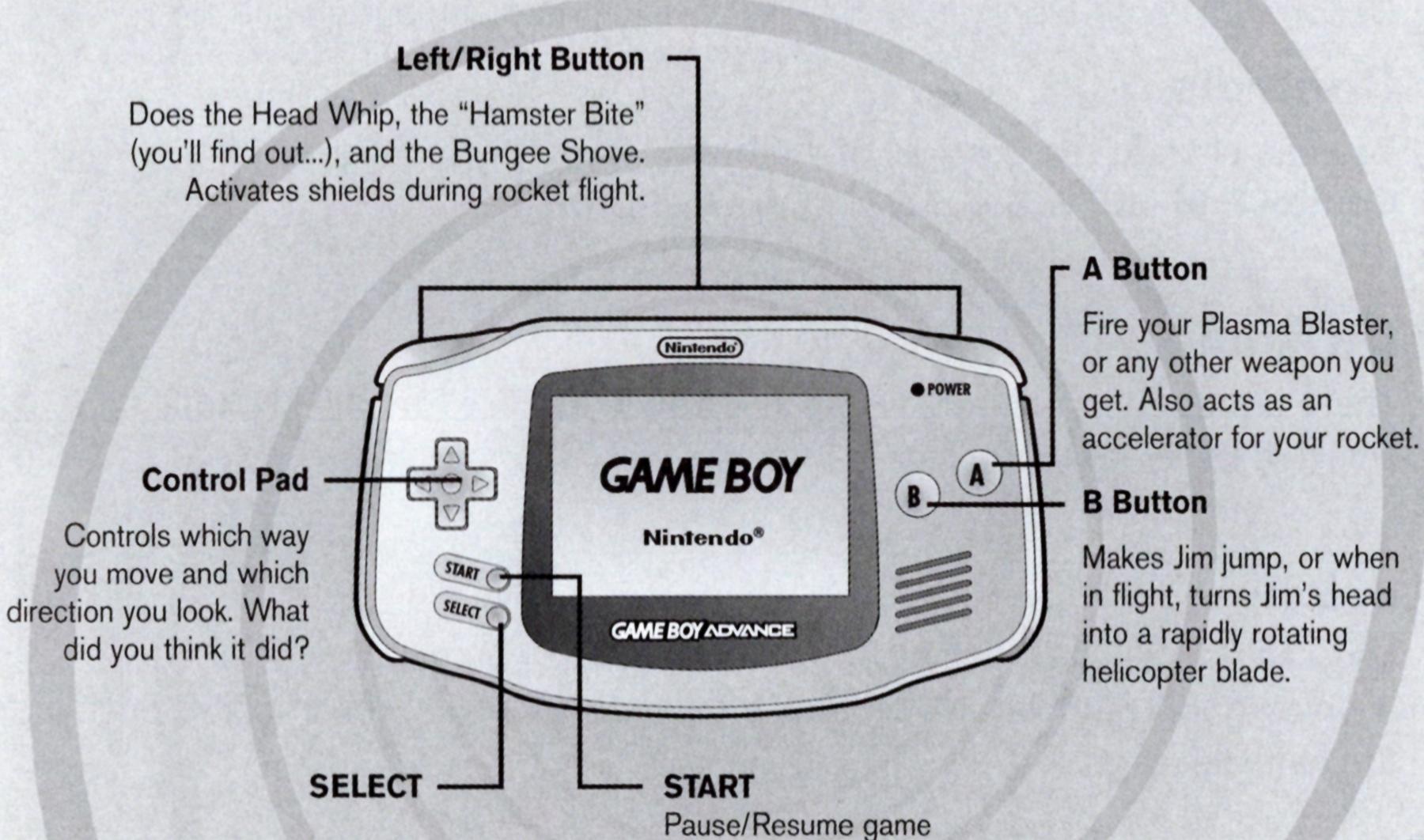
To get started with EARTHWORM JIM™, please begin with the following:

- 1. Making sure your Nintendo® Game Boy® Advance is turned off, plug the EARTHWORM JIM™ Game Pak into the Nintendo® Game Boy® Advance.
- 2. Turn on your Game Boy® Advance. In a few moments the Majesco Logo Screen should appear.
- 3. Press START until the Title Screen appears.

Important Note: If nothing appears on the screen, turn the power switch OFF. Check to make sure the Game Pak is inserted correctly. Then try again. (Always turn the power switch OFF before inserting or removing the Game Pak.)

#### **Take Control**

Use the following controls to help Earthworm Jim™ defeat the evil Psy-Crow:



## The Options Screen

To enter the Options Screen from the Title Screen, press the Control Pad UP or DOWN to highlight "OPTIONS" and press any button.

#### Controls

You can change the controls of the button layout by highlighting the Control Pad option and pressing the A Button.

### Difficulty

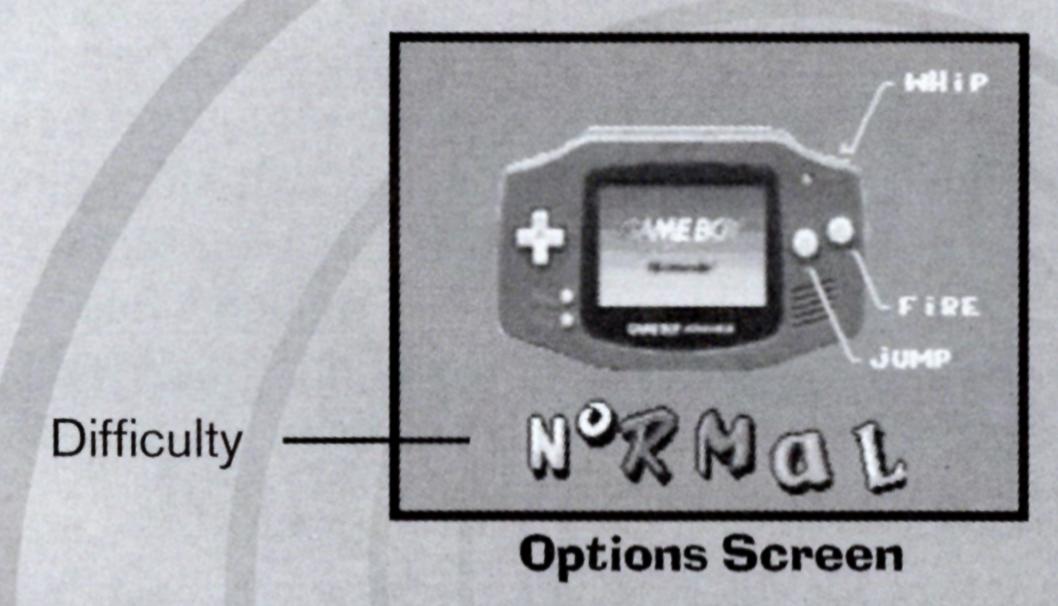
There are three levels of difficulty in Earthworm Jim™: Practice, Normal and Difficult. Every level of difficulty changes a number of things.

#### Practice

You can't even watch fishing shows. Salt makes you cringe. You don't even own any Earthworm Jim™ action figures. You still haven't figured out the hamster gags.

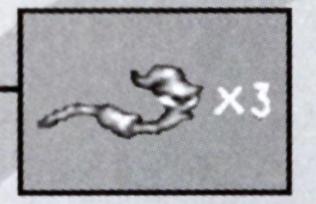
#### Normal

Okay, you've ordered the action figures. You juggle fishing lures. You call him EWJ even though it's more syllables than Earthworm Jim™. You've been caught in long underwear tying your hair to a curtain rod to see if you can swing from your head, just like EWJ. You begin to make hamster jokes yourself...



#### Difficult

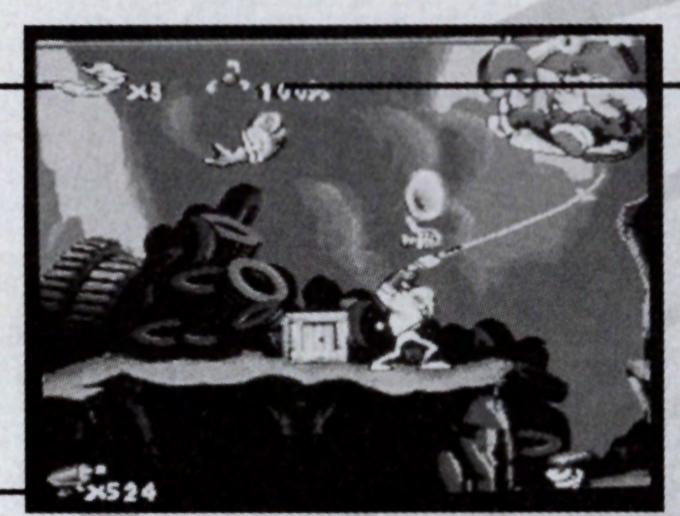
You go swimming in trout-infested waters. You sunbathe at the beach on the hottest day of the year, and swim in the Dead Sea.



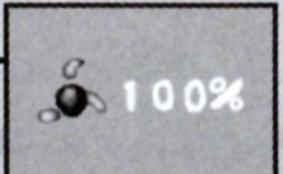
#### Worms Left

This is the number of additional Jim lives you have left to complete the game. There are many hidden free lives to help

you on your quest to save the Princess. Look everywhere for them!



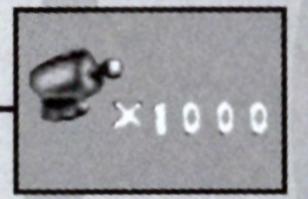
Game Screen



### Suit Energy

This is the percentage of energy the suit has left. Whenever

you are attacked by an enemy, touched by an enemy, or generally do something stupid this number goes down. If this number reaches zero you will lose one life. Additional energy can be found floating throughout the levels, or when you defeat an enemy.



#### Plasma Shots

This is the number of rounds of plasma energy you have left to fire. Additional energy clips can be picked up while you are

playing, but you must use your shots carefully as many enemies await you. If you run completely out of shots, the plasma gun automatically recharges itself very slowly by gathering energy from around it, but it is strongly advised not to let the gun run out of ammo.

#### Items



#### Plasma Power

Each time you pick up one of these you get an additional 250 rounds of plasma power. Plasma shots are limited so get as many of these as you can find!



#### Mega Plasma

The Big Wally of plasma detonation! This weapon will generally wipe out anything you can point it at! Every time you collect one of these you only get one mega-shot, so use them wisely!



#### **Suit Power**

This is atomic energy that the suit needs to function.

Collecting these items increases your overall suit energy.

More healthy than a big bowl of chicken soup!



#### Super Suit Power

We're talking full suit power. Like a double espresso and a hunk of cheesecake, prepare to be energized to the extreme!

## Items (cont.)



#### **Asteroid Shields**

During Andy Asteroids, grab these to protect yourself from colliding with the asteroids.



#### **Atomic Accelerator**

Catch one of these power gems to throw yourself into overdrive. Useful for a quick burst of speed to avoid Psy-Crow.



#### **Fuel Pods**

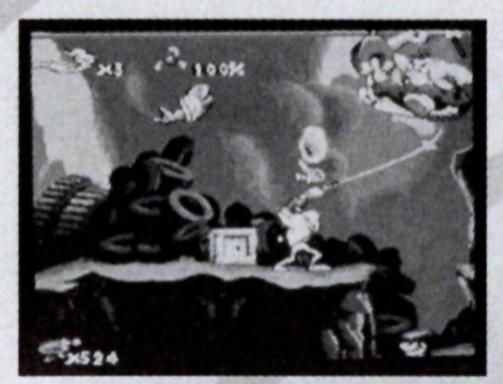
While racing, grab these items for fun and profit.



#### Extra Life

Hidden throughout the vast levels are these items that will give you an extra life for rescuing the Princess.

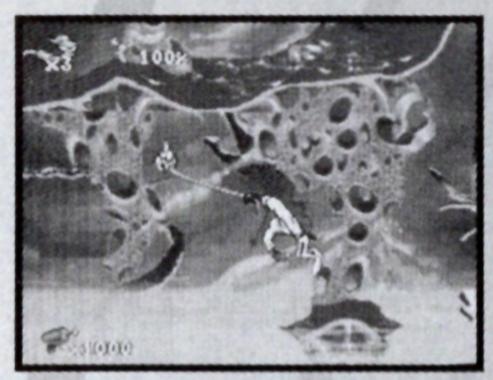
#### The Levels



**New Junk City** 

#### **New Junk City**

Menacing crows, giant mutant garbage cans, the junkyard's owner Chuck and his dog Fifi want to welcome you to the junkyard in their own special wayby trying to kill you. Bounce from tire to tire, or slide across zip lines to grab extra power-ups. Watch out, compared to Fifi's bark, those bites are even worse!



What the Heck?

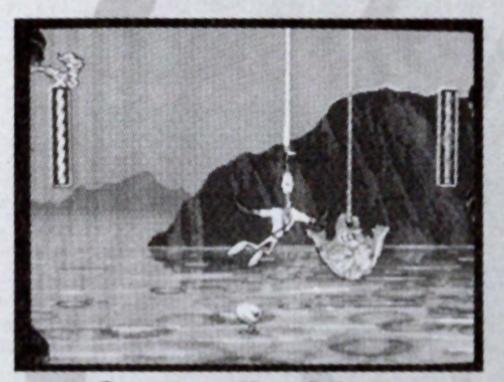
#### What the Heck?

Welcome to Planet Heck. As Evil the Cat dances, you wander through the devilishly tricky maze. Step quickly... it can get a little too hot for Jim even in his indestructible suit. For an uplifting experience, take a jog on a gem, but don't let Jim get a hot foot! There'll be a hot time in the old town tonight for sure!

## The Levels (cont.)

#### Down the Tubes

Bob the goldfish knows that EWJ's super suit could make him ruler of the world. Maybe even the universe!!! Controlling the drone cat minions in his underwater lair, Bob will use his servants to find you wherever you hide, high or low. Don't let the size of Bob's kitten guards fool you - they're just as powerful as the cats! Hamsters galore!

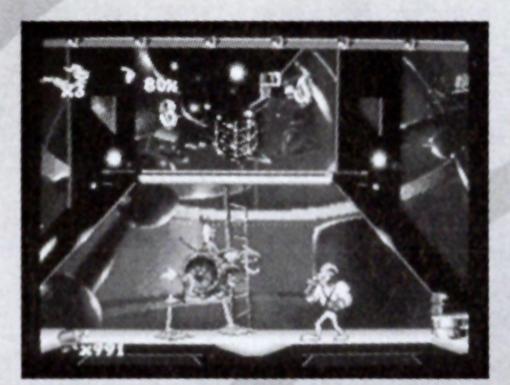


**Down the Tubes** 

Snot a Problem

#### Snot a Problem

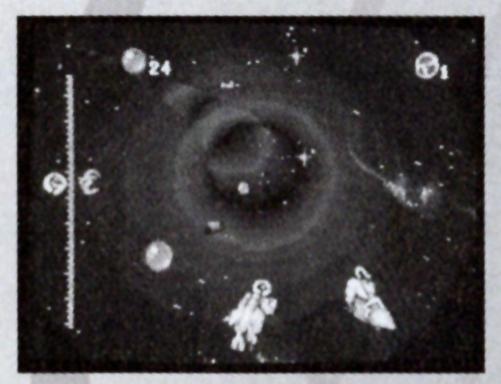
Bungee jumping is scary enough without Major Mucus trying to bash you into the walls, but that's exactly his plan. As your bungee cord gets thinner and thinner, your life hangs on a few measly threads!!! But that's not all. Mucus Phlegm Brain is waiting for you to get too close to the pool of snot or fall in - he's waiting for lunch!



Level 5

#### Level 5

The Professor would love to have Earthworm Jim on the dissection table, but that darn super suit keeps him safe. The Professor wants that suit back - after all, he designed it for the Queen. Of course, he could make another one... if only that darn monkey hadn't eaten the blueprints. That's another can of worms entirely. You'd better keep an eye out for the Professor's creepy science experiments, they're everywhere.



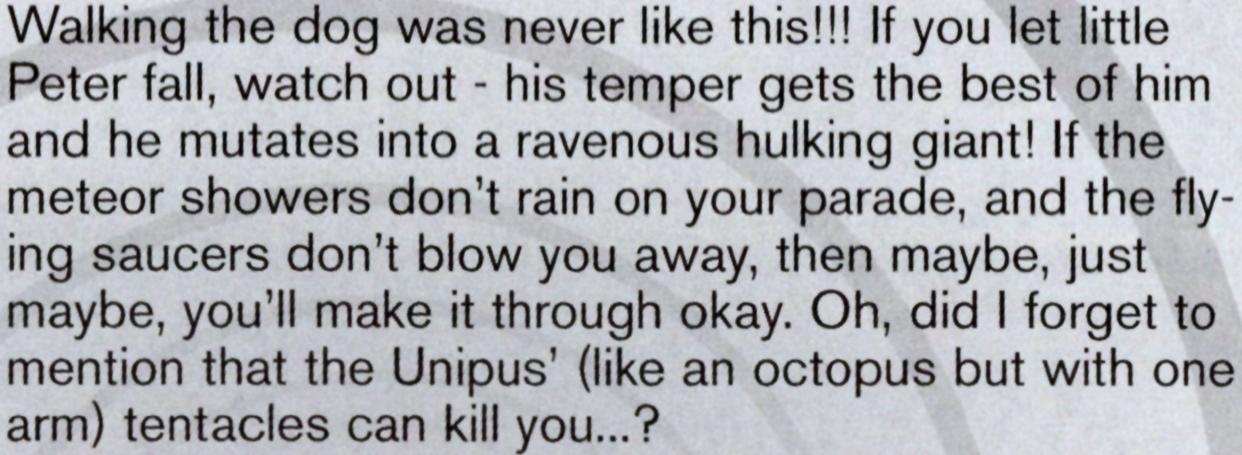
**Andy Asteroids** 

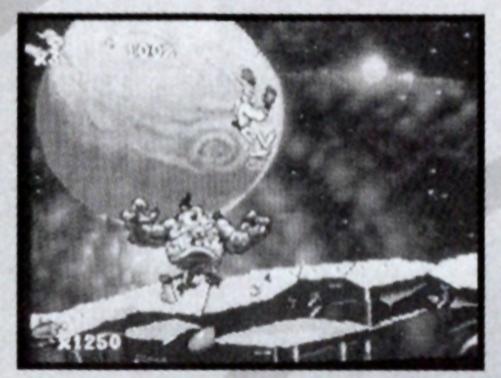
## **Andy Asteroids**

Ready for a wild ride through space? Well hold on to your seat because between each level Psy-Crow is right on your tail! Dodge the asteroids and try knocking Psy-Crow off his rocket backpack to help you get to the finish line alive. Grab the Atomic Accelerators along the way to leave Psy-Crow eating your heavy ions. Of course if you're traveling that fast, you'll want to stock up on shields...unless you're an expert Pilot.

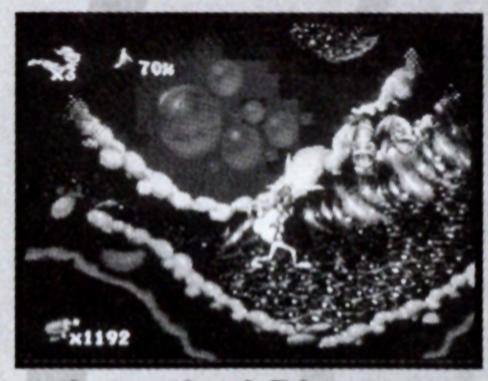
## The Levels (cont.)

## For Pete's Sake:





For Pete's Sake:



**Intestinal Distress** 

#### **Intestinal Distress**

Disgusting gross bad guys (like you were expecting less?). Flying fish spitting biting fish? And a boss that will put a major squeeze on you! Now, would you like to see what you just had for lunch?



**Buttville** 

#### Buttville

It's dark, there's lightning in the distance, and you've got to keep your head in order to stay alive. You're now facing the Queen and her minions head to head, so use yours.

The Queen is using her control over all the insects in order to stop you. Everywhere you turn, one of her followers is going to be there. You may think it's hopeless, but it's not. Try to control your every move here. Any mistakes will probably be your last.

## The Cast of Characters



#### Earthworm Jim

Just an ordinary earthworm caught in a suit he doesn't understand. Faced with the daunting task of keeping the super powered suit out of the evil clutches of his vicious enemies, you'll have to use every weapon and power you can just to keep Jim alive! And has he got weapons, whips, plasma blasters, hamsters (umm...) and other hi-tech stuff!



#### Chuck & Fifi

Fifi is no lovable poodle. Try a psychotic, four-legged chainsaw with a rusty chain and you'll know what we mean. Fifi wants to keep strangers away from his master's junk-yard. Chuck will throw up anything he can to keep you from surviving. You'll need to keep your wits in order to dethrone him.



#### **Evil the Cat**

Born with no heart, the ruler of Heck lives to torture others. Filling Heck with corporate lawyers and dreaded elevator music, Evil has seen to it that Jim doesn't stand a snowball's chance. Evil's snowmen are a good example of how twisted this cat really is!!! If you thought Heck was bad before, you ain't seen nothin' yet.



#### Psy-Crow

Jim was hunted by crows all his life, but never one with a gun!! Psy-Crow is determined to get that suit back for the Queen at any cost. Because of his persistence and twisted crow mind, you'll never know when he's gonna turn up!!! If he gets his worm hook into you and pulls you out of the suit, Jim is as good as bass bait. Keep your eyes open and stay on guard!

## The Cast of Characters (cont.)



#### **Major Mucus**

From the distant phlegm planet, Major Mucus will stop at nothing to get Jim's suit. Bouncing wildly from a tiny thread of goo, the Major is bound to be trouble. Watch out, if he gets a hold of Jim, the snot will really hit the fan!



#### Peter Puppy

Peter may first look like a cute, cuddly puppy, but when he transforms into his alter ego there's nowhere to hide. This isn't going to be just another walk in the park with Peter! Jim's super suit helped him survive the trip through the black hole to Peter's world, but it's powers might not be enough to help him get back...



## Professor Monkey for a Head

You'd be pretty mad too if you had a monkey sharing your head, or is the Professor sharing the monkey's head? Whatever you do, don't call him "Monkey Professor-for-a-Head" or he'll get really steamed! This guy is totally bananas and he's willing to destroy Jim to prove it.



#### Bob & #4

Bob is a goldfish with plans... plans to steal Jim's powerful suit so he can rule the universe. He can't harm Earthworm Jim directly, but that's what the drone cat #4 is for. This brute packs a mean punch! Whatever Bob wants, #4 gets - and Bob wants that suit!

## The Cast of Characters (cont.)



#### Princess-What's-Her-Name

Twin sister of the Queen, she got the good end of the genetic pool. A truly bodacious babe of the highest magnitude! When asked about her favorite activities, she sweetly replied "Save the space whales, I'm a Libra. Will you buy me a spaceship?"



# The Evil Queen Pulsating, Bloated, Festering, Sweaty, Puss-filled, Malformed, Slug for a Butt

Adjectives escape us as we try to encapsulate the utter putridity of her being. Let's put it this way, she's big, she's bad, and she's in the mood for earthworm burgers!! She has a face not even a mother could love (and a body to match.) She's Jim's ultimate night-mare! How can she be defeated? Is it possible? You know she has a twin sister, don't you?

## **Hints and Tips**

- Try not to stay in the same place too long. As a moving target, Jim is a lot tougher to hit.
- Limit your firing to short bursts of plasma. This will help you save much needed rounds for later.
- Use your head literally! Your whip-like head can do more than destroy your enemies. You can use it to swing from place to place. Hmmm... what sort of thing could you swing from?
- Don't be afraid to make a leap of faith. With a part-time propeller for a head, Jim can gently glide down a chasm that he's leaping into - even though you couldn't see where he was going to land.
- Sometimes hanging around isn't such a hot idea and you'll need to get out of somebody's way. Just pull yourself up by your bootstraps.
- Gather as many atoms as you can before the end of each stage. You'll need as much energy as you can get to defeat the bosses. And watch your plasma gun's energy level - recharging only seems to take longer when you're in a jam.

## Hints and Tips (cont.)

- Open your eyes and search around. There are many secrets to be found.
   Closely look at what you see, for many secrets are off the screen...
- There are a ton of goodies on each level. If you can't find a way to get something you see, the answer may lie just ahead, or below, or above you, or this-away, or that-away...
- To keep Psy-Crow out of the action, you've got to beat him in the asteroid race, otherwise he'll give you problems on every level. (Lose a turn for not laughing at the asteroid joke.)
- Defeating the Queen involves stopping her from laying eggs. Now, how can you do that? Don't you wish you stayed awake during health education?
- Most of the time, keeping Peter moving along is the best plan of action.
   But how can you stop him, or slow him down, when you need to?
- Making cookies with butter-flavored shortening rather than butter or margarine keeps them from flattening out to much during baking.
- Be sure to collect as many blue Fuel Pads as you can during the Andy Asteroids races.

## **Credits**MAJESCO

Executive Producer Dan Kitchen

Director of Development David Elmekies

Director of Marketing Mark Rudolph

Creative Director Joseph Sutton

Art Director Frank Lam

Manual Adaptation Dan Kitchen

Package and Manual Design Madmikelmaging.com Michael Marrs

Additional Art Christian Andersson QA Manager Rai lodice

Testing Russ Mock

Programming Mikael Andersson

Special Thanks
Morris Sutton & Jesse Sutton

Graphics Eric Kinkead

Converted for Majesco Sales by Game Titan, LLC

Audio by Shin'en Bernhard Wodok Manfred Linzner



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Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

- 1. DO NOT return your defective game to the retailer.
- Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826-0015, and leave a message.
- 3. If the Majesco Sales, Inc. Service Representive is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to:

Majesco Sales, Inc. 160 Raritan Center Parkway (Suite 1) Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

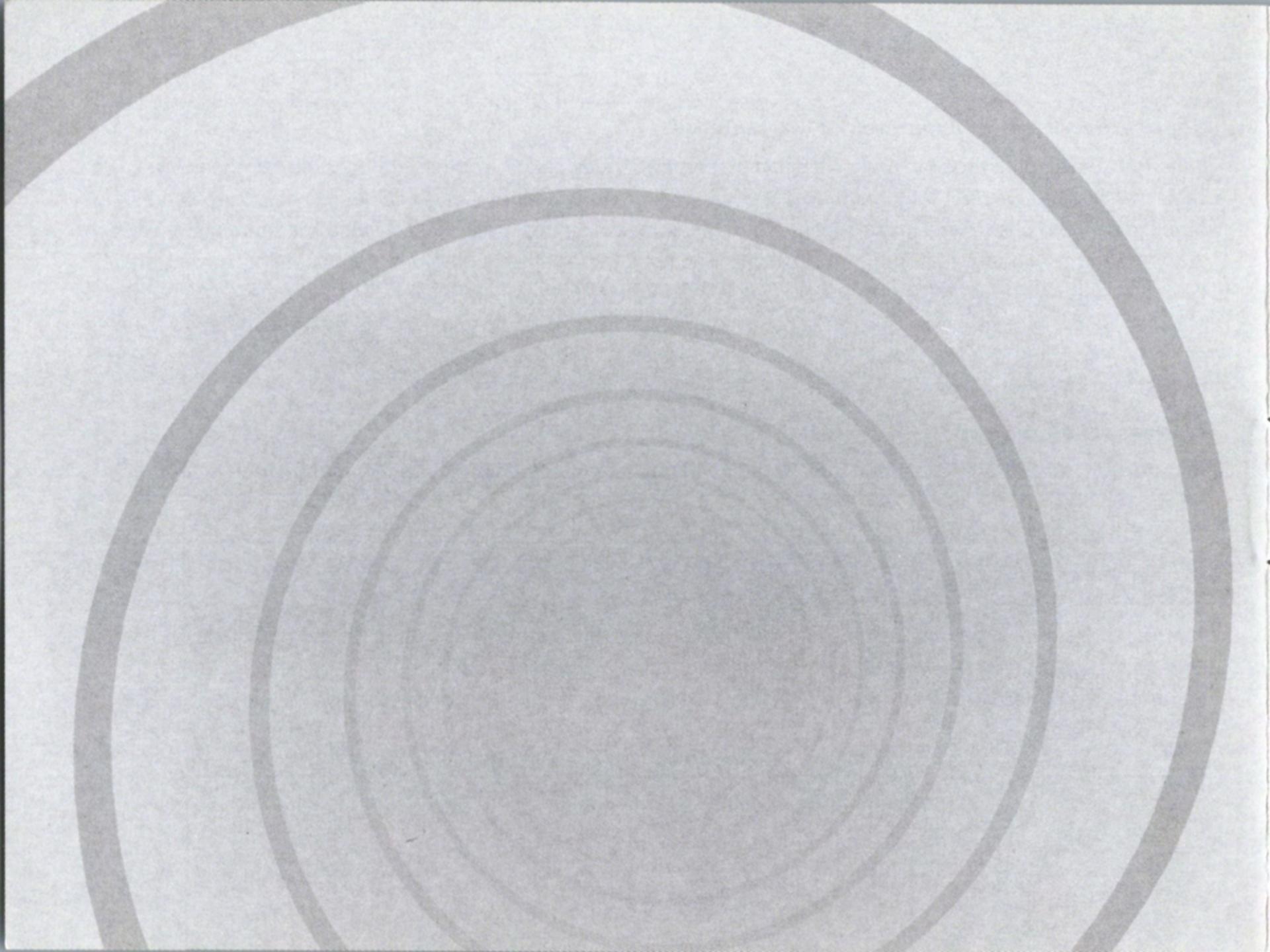
#### Repairs/Service after Expiration of Warranty

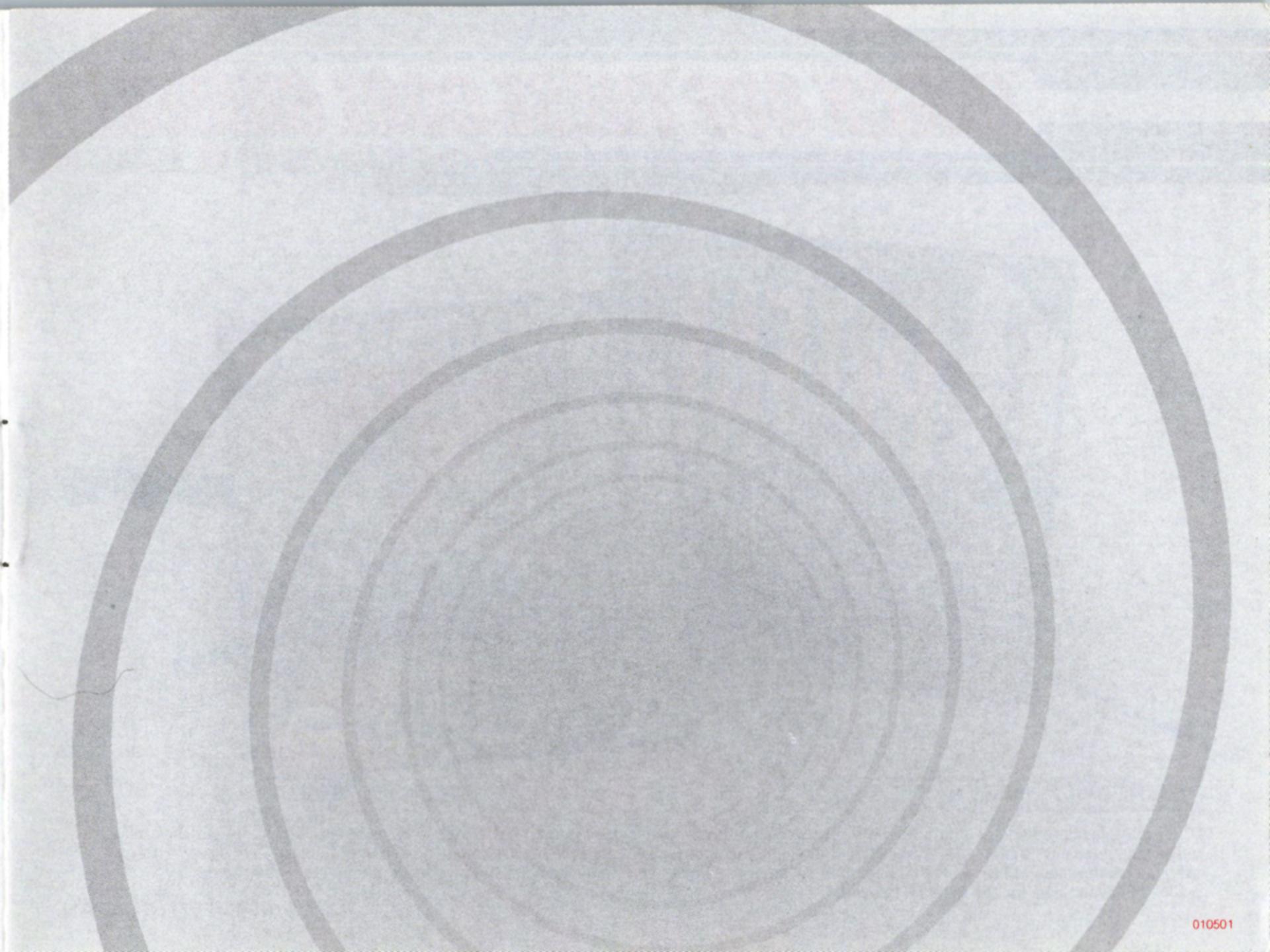
If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representive determines the PAK cannot be repaired, it will be returned and your payment refunded.

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## CHECK OUT THESE COULD PHILLS!



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